2/8/02

To: BENTSU RO

Re: 09/888291 US 5,754,023

Attached are search results.

No U. S. litigation was found in searches of Lexis-Nexis and Questel-Orbit databases.

-

If more searching or explanation is needed, please let me know.

Thanks,
Darcy Bates
STIC-EIC2800
306-5419
CP4-9C 18

Source: All Sources > Area of Law - By Topic > Patent Law > Patents > U.S. Patents > Reissue Patents

Terms: patno=37374 (Edit Search)

Pat. No. 37374, *

RE 37,374

◆ GET 1st DRAWING SHEET OF 15

September 18, 2001

Gyro-stabilized platforms for force-feedback applications

INVENTOR: Roston, Gerald P., Erie, Pennsylvania

Jacobus, Charles J., Ann Arbor, Michigan

ASSIGNEE-AT-ISSUE: Cybernet Haptic Systems Corporation, San Jose, California [02] United

States Company or Corporation

APPL-NO: 452,682 (Series 9)

FILED: November 30, 1999

REL-US-DATA:

Reissue of:

Patent No.:

5,754,023

Issued:

May 19, 1998

Appl. No.:

8-736,016

Filed:

October 22, 1996

Provisional Application Ser. No. 60-005,861, October 26, 1995 pending

INT-CL: [7] G05B 13#02; B25J 9#00

US-CL: 318#561; 318#568.11; 318#649

CL: 318

SEARCH-FLD: 318#561, 566, 567, 568.1, 568.11, 628, 648, 649; 414#4, 5

REF-CITED:

U.S. PATENT DOCUMENTS

3,919,691	11/1975	*	Noll	340#172.5
4,443,952	4/1984	*	Schulien et al.	33#324
4,601,206	7/1986	*	Watson	73#514
4,787,051	11/1988	*	Olson	364#518
4,795,296	1/1989	*	Jau	414#5
4,839,838	6/1989	*	LaBiche et al.	364#709.11
4,868,549	9/1989	*	Affinito et al.	340#710



All Sources > Area of Law - By Topic > Patent Law > Patents > U.S. Patents > Reissue Patents

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Terms and Connectors	
patno=37374	Search
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Suggest Words and Concepts for Entered Terms	
Restrict Search Using Document Segments	
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No Date Restrictions From	To

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Source: All Sources > Area of Law - By Topic > Patent Law > Patents > U.S. Patents > Utility Patents

Terms: patno=5754023 (Edit Search)

Pat. No. 5754023, *

5,754,023

◆ GET 1st DRAWING SHEET OF 14

May 19, 1998

Gyro-stabilized platforms for force-feedback applications

REISSUE: This Patent was reissued on Sep. 18, 2001 as Reissue Patent Re 37,374.

Reissue Application filed Jun. 21, 2001 (O.G. Aug. 28, 2001) Ex. Gp.: 2837; Re. S.N. 09/888,291

Reissue Application filed Nov. 30, 1999 (O.G. Feb. 15, 2000) Ex. Gp.: 2837; Re. S.N. 09/452,682

INVENTOR: Roston, Gerald P., Whitmore Lake, Michigan Jacobus, Charles J., Ann Arbor, Michigan

ASSIGNEE-AT-ISSUE: Cybernet Systems Corporation, Ann Arbor, Michigan (02)

ASSIGNEE-AFTER-ISSUE: Date Transaction Recorded: Feb. 25, 1999
ASSIGNMENT OF ASSIGNOR'S INTEREST (SEE DOCUMENT FOR DETAILS).
CYBERNET HAPTIC SYSTEMS CORPORATION 727 AIRPORT BLVD. ANN ARBOR, MICHIGAN 48108

Reel & Frame Number: 009570/0037

APPL-NO: 736,016

FILED: Oct. 22, 1996

INT-CL: [6] G05B 13#02; B25J 9#00

US-CL: 318#561; 318#568.11; 318#649;

CL: 318;

SEARCH-FLD: 318#561, 567, 568.1, 568.11, 566, 628, 648, 649; 414#4, 5

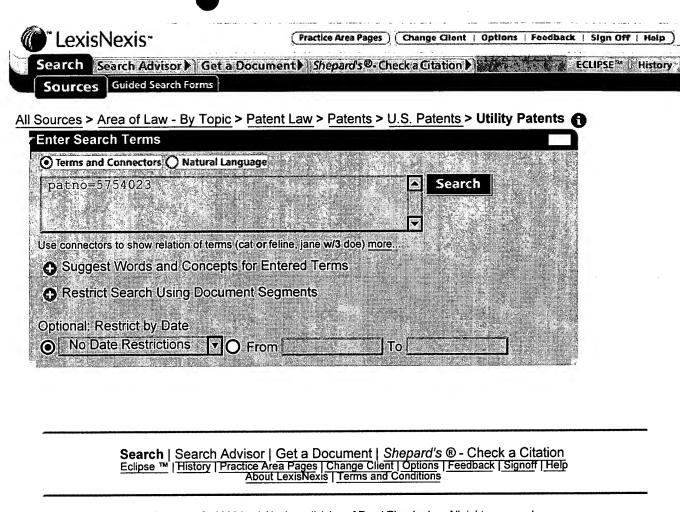
REF-CITED:

U.S. PATENT DOCUMENTS

4,443,952	4/1984	*	Schulien et al.	
5,389,865	2/1995	*	Jacobus et al.	318#568.11
5,481,914	1/1996	*	Ward	73#504.16
5,577,981	11/1996	*	Jarvik	482#4

PRIM-EXMR: Ro, Bentsu

LEGAL-REP: Gifford, Krass, Groh, Sprinkle, Patmore, Anderson&Citkowski



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- RE

ACT - REISSUE PATENT SH - REISSUE PATENT RL - USRE37374 WELCOME to QUESTEL.ORBIT-Your Guide to INTELLECTUAL PROPERTY Selected file: PLUSPAT

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Last database update: 2002/01/30 (YYYY/MM/DD) 2002-04/UP (basic update)

Search statement 1

?us5754023/pn

** SS 1: Results 1

Search statement 2

STG - (A) United States patent

?prt fu legalall max

1/1 PLUSPAT - (C) QUESTEL-ORBIT- image
PN - US5754023 A 19980519 [US5754023]
TI - (A) Gyro-stabilized platforms for force-feedback applications
PA - (A) CYBERNET SYSTEMS CORP (US)
IN - (A) ROSTON GERALD P (US); JACOBUS CHARLES J (US)
AP - US73601696 19961022 [1996US-0736016]
PR - US586195P 19951026 [1995US-P005861]
- US73601696 19961022 [1996US-0736016]
IC - (A) B25J-009/00 G05B-013/02
EC - B25J-009/16T4
- G05B-013/04B
PCL - ORIGINAL (O) : 318561000; CROSS-REFERENCE (X) : 318568110 318649000
DT - Basic
CT - US4443952; US5389865; US5481914; US5577981

AB - Force feedback in large, immersive environments is provided by device which a gyro- stabilization to generate a fixed point of leverage for the requisite forces and/or torques. In one embodiment, one or more orthogonally oriented rotating gyroscopes are used to provide a stable platform to which a force-reflecting device can be mounted, thereby coupling reaction forces to a user without the need for connection to a fixed frame. In one physical realization, a rigid handle or joystick is directly connected to the three-axis stabilized platform and using an inventive control scheme to modulate motor torques so that only the desired forces are felt. In an alternative embodiment, a reaction sphere is used to produce the requisite inertial stabilization. Since the sphere is capable of providing controlled torques about three arbitrary, linearly independent axes, it can be used in place of three reaction wheels to provide three-axis stabilization for a variety of space-based and terrestrial applications.

 2/08/02 us 5754023 09/888291

- 19980519 US/A

PATENT

- 19990225 US/AS02 ASSIGNMENT OF ASSIGNOR'S INTEREST CYBERNET HAPTIC SYSTEMS CORPORATION 727 AIRPORT BLVD. ANN ARBOR, MICHIGAN 48108 * CYBERNET SYSTEMS CORPORATION: 19990222

- 20000215 US/RF

REISSUE APPLICATION FILED

19991130

- 20010828 US/RF

REISSUE APPLICATION FILED

20010621

UP - 2001-40

1/1 CRXX - (C) CLAIMS/RRX

AN - 2981793

PN - 5,754,023 A 19980519 [US5754023]

PA - Cybernet Systems Corp

PT - E (Electrical)

ACT - 19990225 REASSIGNED

ASSIGNMENT OF ASSIGNOR'S INTEREST

Assignor: CYBERNET SYSTEMS CORPORATION DATE SIGNED: 02/22/1999

Assignee: CYBERNET HAPTIC SYSTEMS CORPORATION 727 AIRPORT BLVD. ANN ARBOR, MICHIGAN 48108

Reel 009570/Frame 0037

Contact: CYBERNET SYSTEMS CORPORATION CHARLES JACOBUS 727 AIRPORT BLVD. ANN ARBOR, MI 48108

- 19991123 REASSIGNED ASSIGNMENT OF ASSIGNOR'S INTEREST

Assignor: ROSTON, GERALD P. DATE SIGNED: 11/04/1999 JACOBUS, CHARLES J DATE SIGNED: 11/12/1999

Assignee: CYBERNET HAPTIC SYSTEMS CORPORATION 2158 PARAGON DRIVE SAN JOSE, CALIFORNIA 95131

Reel 010395/Frame 0372

Contact: HICKMAN STEPHENS & COLEMAN, LLP PAUL L. HICKMAN PO BOX 52037 PALO ALTO, CA 94303-0746

- 19991130 REISSUE REQUESTED ISSUE DATE OF O.G.: 20000215 REISSUE REQUEST NUMBER: 09/452682 EXAMINATION GROUP RESPONSIBLE FOR REISSUEPROCESS: 2837

Reissue Patent Number:

- 20010621 REISSUE REQUESTED ISSUE DATE OF O.G.: 20010828 REISSUE REQUEST NUMBER: 09/888291 EXAMINATION GROUP RESPONSIBLE FOR REISSUEPROCESS: 2837

Reissue Patent Number:

UP - 1999-27 UACT- 2001-08-28 URAS- 2000-12-26

1/3 PAST - (C) PAST AN - 200138-001514

PN - 5754023 A [US5754023]

DT - A (UTILITY)
OG - 2001-09-18

CO - RE

2/08/02

ACT - REISSUE PATENT SH - REISSUE PATENT

RL - USRE37374

2/3 PAST - (C) PAST AN - 200135-001401

PN - 5754023 A [US5754023]

DT - A (UTILITY)
OG - 2001-08-28

CO - REA

ACT - REISSUE APPLICATION FILED SH - REISSUE APPLICATION FILED

3/3 PAST - (C) PAST AN - 200007-001089

PN - 5754023 A [US5754023]

DT - A (UTILITY)
OG - 2000-02-15

CO - REA

ACT - REISSUE APPLICATION FILED SH - REISSUE APPLICATION FILED

Search statement 2

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Search statement 1

?fam us5754023/pn

1 Patent Groups
** SS 1: Results 2

Search statement 2

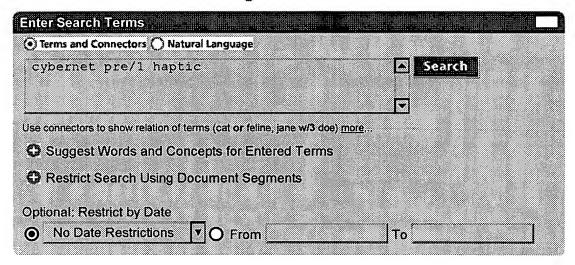
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1/2 INPADOC - (C) INPADOC
PN - US 37374 E1 20010918 [US--37374]
TI - GYRO-STABILIZED PLATFORMS FOR FORCE-FEEDBACK APPLICATIONS
IN - ROSTON GERALD P [US]; JACOBUS CHARLES J [US]
PA - CYBERNET HAPTIC SYSTEMS CORP [US]
AP - US 452682/99-A 19991130 [1999US-0452682]
PR - US 452682/99-A 19991130 [1999US-0452682]
    - US 736016/96-A5 19961022 [1996US-0736016]
    - US 5861/95-P 19951026 [1995US-P005861]
IC - G05B-013/02; B25J-009/00
2/2 INPADOC - (C) INPADOC
PN - US 5754023 A 19980519 [US5754023]
    - GYRO-STABILIZED PLATFORMS FOR FORCE-FEEDBACK APPLICATIONS
IN - ROSTON GERALD P [US]; JACOBUS CHARLES J [US]
   - CYBERNET SYSTEMS CORP [US]
   - US 736016/96-A 19961022
                               [1996US-0736016]
   - US 736016/96-A 19961022 [1996US-0736016]
    - US 5861/95-P 19951026 [1995US-P005861]
IC - G05B-013/02; B25J-009/00
1/1 LEGALI - (C) LEGSTAT
PN - US 5754023 [US5754023]
   - US 736016/96 19961022 [1996US-0736016]
DT - US-P
ACTE- 19961022 US/AE-A
     APPLICATION DATA (PATENT)
      {US 736016/96 19961022 [1996US-0736016]}
   - 19980519 US/A
     PATENT
   - 19990225 US/AS02
     ASSIGNMENT OF ASSIGNOR'S INTEREST
     CYBERNET HAPTIC SYSTEMS CORPORATION 727 AIRPORT BLVD. ANN ARBOR,
     MICHIGAN 48108 * CYBERNET SYSTEMS CORPORATION: 19990222
   - 20000215 US/RF
     REISSUE APPLICATION FILED
     19991130
   - 20010828
              US/RF
     REISSUE APPLICATION FILED
     20010621
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UP - 2001-40



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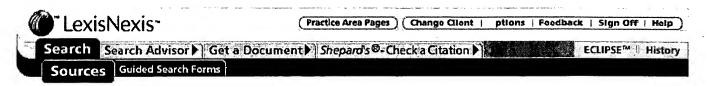
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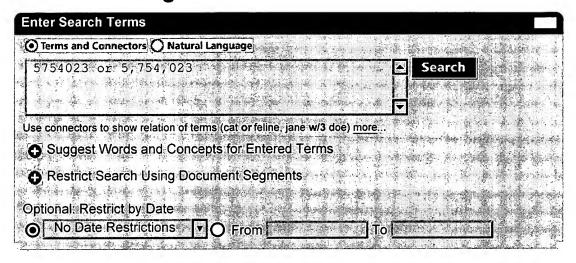
No documents were found for your search (5754023 or 5;754 023). Please edit your search and try again. You may want to try one or more of the following: Check for spelling errors. Remove some search terms. Use more common search terms. If applicable, look for all dates.

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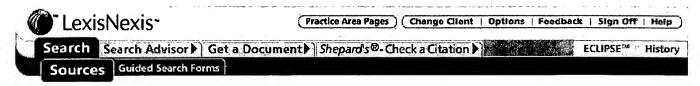
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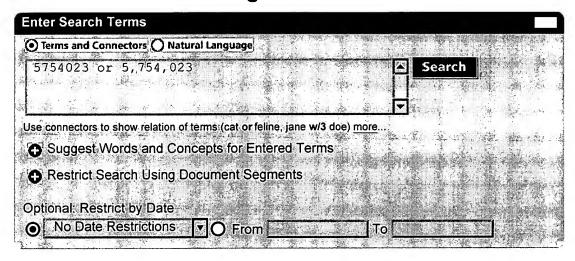
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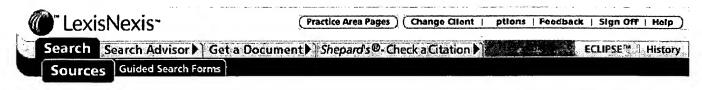
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	5754023 or 5,754,023 (Edit Search)			
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	 Business Wire, December 15, 1999, Wednesday, 471 words, Cybernet Systems Largest Outside Shareholder in Immersion Corporation, ANN ARBOR, Mich., Dec. 15, 1999 			
	 Business Wire, May 13, 1999, Thursday, 376 words, I-FORCE is Everywhere Peripheral Manufacturers Embrace I-FORCE, LOS ANGELES 			
	 Business Wire, March 16, 1999, Tuesday, 697 words, Immersion Corp. Acquires Cybernet Haptic Systems; Combination Creates Force Feedback Powerhouse, SAN JOSE, Calif. 			
	4. <u>Business Wire</u> , March 16, 1999, Tuesday, 431 words, I-FORCE is Everywhere; Peripheral Manufacturers Embrace I-FORCE, SAN JOSE, Calif.			
Source: All Sources > News > News Group File, All				
Terms: 5754023 or 5,754,023 (<u>Edit Search</u>) View: Cite Date/Time: Friday, February 8, 2002 - 10:51 AM EST				
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Business Wire December 15, 1999, Wednesday

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Business Wire

December 15, 1999, Wednesday

DISTRIBUTION: Business Editors & High-Tech Writers

LENGTH: 471 words

HEADLINE: Cybernet Systems Largest Outside Shareholder in Immersion Corporation

DATELINE: ANN ARBOR, Mich., Dec. 15, 1999

BODY:

Cybernet Systems Corporation today noted its position as the largest outside shareholder of Immersion Corporation (Nasdaq:IMMR), a leading provider of tools and technologies that allow users to physically feel their software.

Cybernet's 9.9% ownership stake in the company is a direct result of Immersion's March 1999 acquisition of Cybernet's Force Feedback business and patent portfolio. Cybernet's 1,396,110 shares are worth\$60 million at the \$43 share price, posted at end of day on December 10, 1999. "We're obviously extremely pleased with the demonstrated return on our investment in Immersion Corporation," noted Dr. Charles Jacobus, president and CEO of Cybernet. "As a company focused on developing and commercializing advanced technology, it was important to us to find a strong partner for our Force Feedback technology. It appears that Immersion has been extremely successful in productizing and widely licensing this technology."

Cybernet's innovations related to Force Feedback are embodied in the comprehensive portfolio of intellectual property acquired by Immersion that includes U.S. Patents No. 5,389,865, No. 5,459,382, No. 5,629,594, No. **5,754,023,** No. 5,769,640, No. 5,831,408, No. 5,844,392, and No. 5,822,438 as well as many pending patent applications. Immersion has since licensed this technology to Logitech, Microsoft and many other leading computer software, peripheral and game manufacturers.

Founded in 1993, Immersion Corporation develops hardware and software technologies that enable users to interact with computers using their sense of touch. Immersion's patented technologies, which it calls TouchSense(TM), enable computer peripheral devices to deliver tactile sensations that correspond to on-screen events. Immersion licenses its TouchSense technology to hardware manufacturers for Web, personal computing, entertainment, medical and other applications.

Cybernet Systems Corp. is a profitable, rapidly growing research and development company focused on commercializing technology that combines software and Internet intelligence with man-machine interaction. Cybernet has successfully leveraged its wealth of intellectual property to bring Force Feedback technology to market in the form of game controllers and joysticks, and introduced the first Linux-based Internet appliance software. The company continues to innovate in the areas of Internet medical systems, large-scale distributed network training and gaming and gesture control interface technology. Additional information on Cybernet Systems is available on the web at http://www.cybernet.com. CONTACT:

Cybernet Systems
Janice Foster, 734/668-2567
jfoster@cybernet.com
or
Sterling Communications
Rachel Berry, 253/853-5030
rberry@sterlingpr.com URL: http://www.businesswire.com

LOAD-DATE: December 16, 1999

Source: All Sources > News > News Group File, All

Terms: 5754023 or 5,754,023 (Edit Search) View: Full

Date/Time: Friday, February 8, 2002 - 10:52 AM EST

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Business Wire, May 13, 1999

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May 13, 1999, Thursday

DISTRIBUTION: Business Editors/High Tech Writers

LENGTH: 376 words

HEADLINE: I-FORCE is Everywhere Peripheral Manufacturers Embrace I-FORCE

DATELINE: LOS ANGELES

BODY:

May 13, 1999--I-FORCE(R), the force feedback technology standard from Immersion(R) Corporation, is on display this week at the Electronic Entertainment Expo in Los Angeles. I-FORCE is the technology that allows joysticks, steering wheels, game pads, flight yokes, mice, and other gaming peripherals to provide realistic FEEL sensations as part of the gaming action. The support of I-FORCE across the gaming industry is quite remarkable at this year's show. In all, there are now 25 brands that produce I-FORCE licensed products including:

-- ACT Labs -- Anko Electronics -- Agiler -- AVB -- Boeder -- CH Products -- Chic -- Genius -- Guillemot -- Happ Controls -- Interactive IO -- KYE -- LMP -- Logitech -- MadCatz -- Mouse Systems -- Padix -- Primax -- Rockfire -- SC&T Int -- SMFC -- Sysgration -- ThrustMaster -- Trust -- Vikings

I-FORCE works by incorporating motors and sophisticated electronics into gaming peripherals. Under the command of the software, the motors push back against the user, simulating the feel of surfaces, liquids, textures, explosions, and countless other sensations. I-FORCE is enhanced by Immersion's patented force feedback co-processor architecture. This proprietary technology allows I-FORCE enabled products to simulate complex feel sensations without slowing the gaming action.

To review the latest updates on the hardware and software support for I-FORCE technology from Immersion Corporation, visit our web site at www.force-feedback.com or call 408-467-1900.

I-FORCE technology is protected by the following US Patents: -0-

```
4,823,634 - 5,185,561 - 5,220,260 - 5,389,865 - 5,414,337 - 5,459,382 5,559,412 - 5,576,727 - 5,589,854 - 5,623,582 - 5,666,138 - 5,691,898 5,701,140 - 5,721,566 - 5,731,804 - 5,734,373 - 5,739,811 - 5,754,023 5,767,839 - 5,769,640 - 5,805,140 - 5,825,308 - 5,831,408 - 5,844,392 5,872,438 - 5,880,714
```

CONTACT: Immersion (Press Relations)
Barry Robbins, 408/467-1900
barry@immerse.com

Today's News On The Net - Business Wire's full file on the Internet

with Hyperlinks to your home page.

URL: http://www.businesswire.com

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Terms: 5754023 or 5,754,023 (Edit Search)

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Terms: 5754023 or 5,754,023 (Edit Search)	

Business Wire, March 16, 1999

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March 16, 1999, Tuesday

DISTRIBUTION: Business Editors/High-Tech Writers

LENGTH: 697 words

HEADLINE: Immersion Corp. Acquires Cybernet Haptic Systems; Combination Creates Force

Feedback Powerhouse

DATELINE: SAN JOSE, Calif.

BODY:

Game Developers Conference Booth 1126

March 16, 1999--Immersion Corp. of San Jose, a leading provider of tools and technologies that allow users to physically feel their software, today announced the acquisition of Cybernet Haptic Systems of Ann Arbor, Mich., a subsidiary of Cybernet Systems Corp.

Cybernet has been a leading developer of force feedback systems since 1988 and has pioneered many pivotal technologies for adding feel to mainstream computing environments. This business combination is seen by Immersion as a major milestone in solidifying Immersion's role as the market-leader in feel technology.

"The acquisition of Cybernet is a very exciting step for Immersion," said Dr. Louis Rosenberg, Immersion's president. "Cybernet has been a driving force behind feel simulation for many years -- merging their work with our own will strengthen Immersion's existing as well as launch Immersion into new markets. This as an extremely synergistic business combination."

Dr. Charles Jacobus, president of Cybernet said, "We are looking forward to working with Immersion in the further development of force feedback products and technologies, especially in the Internet and simulation markets."

Cybernet has developed force feedback technologies for many industries, including medical simulation, computer gaming, computer aided design, military simulation, molecular modeling, and automotive engineering.

Their innovations related to feel simulation are embodied in the comprehensive portfolio of intellectual property acquired by Immersion that includes U.S.Patents No. 5,389,865, No. 5,459,382, No. 5,629,594, No. **5,754,023**, No. 5,769,640, No. 5,831,408, No. 5,844,392, and No. 5,822,438 as well as many pending patent applications.

"We are thrilled to add this innovative pool of technology to our I-FORCE and FEELit technology portfolios," said Richard Abramson, director of Litigation and Intellectual Property for Immersion Corp. "This combination of Immersion and Cybernet technologies will enable Immersion to provide our licensees with the world's most diverse and comprehensive range of feel simulation technologies for incorporation into their force feedback peripheral devices."



I-FORCE is the technology unveiled by Immersion in 1995 that turns joysticks, steering wheels, and other computer peripherals into "feel" display devices, allowing users to experience realistic touch sensations. I-FORCE is ideal for computer gaming, enriching software by incorporating feel into the game play experience.

Immersion has licensed I-FORCE to many major makers of home computer gaming peripherals including Logitech, ThrustMaster, CH Products, KYE, SC&T International, ANKO, ACT Labs, Primax, LMP, and others.

Immersion Corp. is also the inventor of the FEELit(R) Mouse, a mouse-style interface that empowers all computer users with the ability to feel their software. From graphic design to surfing the Internet, the FEELit Mouse will fundamentally transform the way people engage their computers, allowing users to take advantage of their natural and informative sense of feel when interacting with software.

For example, the implications of incorporating feel into web applications are vast, from making remote shopping more satisfying, to making educational information more intuitive, to making collaborative design more productive.

Immersion Corp., a privately-held corporation, was founded in 1992 with a mission to develop technologies that add a sense of feel to mainstream computing, enabling users to physically "touch" and "feel" their software. Immersion's technologies address a wide range of applications from computer entertainment and medical simulation, to education and the Internet.

For more information, visit www.force-feedback.com.

CONTACT: Immersion Corp.

Barry Robbins, 408/467-1900 barry@immerse.com

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Business Wire, March 16, 1999

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HEADLINE: I-FORCE is Everywhere; Peripheral Manufacturers Embrace I-FORCE

DATELINE: SAN JOSE, Calif.

BODY:

Game Developers Conference Booth 1126

March 16, 1999--I-FORCE, the force feedback technology standard from Immersion Corporation, is on display this week at the Computer Game Developer show in San Jose.

I-FORCE is the technology that allows joysticks, steering wheels, flight yokes, and other gaming peripherals to provide realistic FEEL sensations as part of the gaming action.

The support of I-FORCE across the gaming industry is quite remarkable at this year's show. In all, there are now 22 brands that produce I-FORCE licensed products including: -0-

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-- ACT Labs
                 -- Happ Controls
                                    -- Primax
-- Anko Electronics -- Interactive IO
                                     -- Rockfire
                              -- SC&T Int
-- AVB
               -- KYE
                                -- SMFC
-- Boeder
                -- LMP
                                  -- ThrustMaster
-- CH Products
                  -- Logitech
-- Chic
               -- MadCatz
                                 -- Trust
                -- Mouse Systems
-- Genius
                 -- Padix
-- Guillemot
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I-FORCE works by incorporating motors and sophisticated electronics into gaming peripherals. Under the command of the software, the motors push back against the user, simulating the feel of surfaces, liquids, textures, explosions, and countless other sensations. I-FORCE is enhanced by Immersion's patented force feedback co-processor architecture. This proprietary technology allows I-FORCE enabled products to simulate complex feel sensations without slowing the gaming action.

To review the latest updates on the hardware and software support for I-FORCE technology from Immersion Corporation, visit Immersion's web site at www.force-feedback.com or call 408/467-1900.

I-FORCE technology is protected by the following US Patents:

4,823,634 - 5,185,561 - 5,220,260 - 5,389,865 - 5,414,337 - 5,459,382 5,559,412 -



5,576,727 - 5,589,854 - 5,623,582 - 5,666,138 - 5,691,898 5,701,140 - 5,721,566 -5,731,804 - 5,734,373 - 5,739,811 - **5,754,023** 5,767,839 - 5,769,640 - 5,805,140 -5,825,308 - 5,831,408 - 5,844,392 5,872,438 - 5,880,714

CONTACT: Immersion

Barry Robbins, 408/467-1900

barry@immerse.com

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